

ENGLISH GAME EXPERTS

In academic year of 2020-2021, our English teacher has joined in this project with her pupils. This project aims to provide learning by playing educative games as digital or non-digital. Games proved to be an efficient means for learners to improve their learning while having fun. Given that young learners' unique characteristics and age, why not use them in our classrooms. The current project is based on the CLIL (Content and Language Integrated Learning) method and keeps games central to the learning. As games are very inclusive in terms of many skills and learning areas, they would be made use of in revising basic English skills and some of the other school subjects by increasing the students' motivation for learning.

With the project, it is intended;

to enhance students' motivation for learning

to improve students' communicative and cultural competence

to raise students' awareness of the use of English as a lingua franca in many learning fields and provide students real world situations to use the target language

to teach students about children's rights, respecting others' rights and being polite

to teach vocabulary and concepts for some school subjects covering time, countries, nature, environment, democracy in English

to enable students to use the English language effectively

to improve students' competence in using ICT tools for their learning

to offer students opportunities to work collaboratively with their counterparts across cities and countries.